

Year 2 Topic: Music for Stories and Graphic Symbols (Spring 1)

Prior Learning: In Year One we learned to choose and play instruments to fit with a story

Concepts:
Singing
Playing
Listening
Composing
Musicianship

In this unit we will learn to follow graphic scores which show us how and when to play. We will compose our own sounds for a pirate story and will draw graphic symbols that show sounds.



4. TWAL To control dynamics by making sounds get gradually louder and gradually quieter

We will practise gradual changes of dynamics using our voices and body percussion. We will return to our story map and select the instruments we planned last lesson. We will add in a change of dynamics.

1. TWAL To perform a repeating pattern on chime bars

We will sing a song together and create a simple repeating pattern on chime bars. We will follow a video, joining in with changing body percussion patterns.

5. TWAL To create a two-player graphic score and play it

We will work as a pair to draw and play a graphic score, showing **when** and **how** to play. We will then play back what we have drawn.



Know that a graphic score shows “when” and “how” to play

2. TWAL To play a graphic score with two parts

We will learn a song and make up actions for the chorus. We will follow a score that has two parts and perform it in pairs on percussion instruments.

6. TWAL To play along to shape drawings and make our own while listening to music

We will look at how we can draw along to music and interpret what we hear through lines and shapes.

3. TWAL To plan a piece of music for part of a story

We will create sound effects for a story, using voices and body percussion, following a story map. We will plan instrumental sounds for part of the story to be added in next lesson.

Words we will know!

